14-5 Introduce: 1-6-14

## ORDINANCE NO. \_\_\_\_\_

1	AN ORD	DINANCE amending Section 1 of Ordinance No. 19911 passed August 12,	
2	2013, relating to the p	ay schedules of employees whose classifications are assigned to the pay range	
3	which is prefixed by t	he letter "X," to change the class title "Personnel Clerk" to "Human Resources	
4	Clerk"; amending Sec	ction 1 of Ordinance No. 19908 passed August 12, 2013 to change the class	
5	title "Personnel Coor	rdinator" to "Human Resources Coordinator"; and amending Section 1 of	
6	Ordinance No. 19909 passed August 12, 2013 (as amended by Ordinance No. 19919 passed		
7	September 16, 2013) to change the class title "Personnel Operations Specialist" to "Human		
8	Resources Specialist."		
9	Section 1	. That the following pay schedule is hereby established as supplementary to	
10	the August 15, 2013 pay schedule of the City of Lincoln as set forth in Section 1 of Ordinance No.		
11	19911 passed August 12, 2013:		
12	Class Code	Class Title	
13	0612	Personnel Human Resources Clerk	
14	Section 2. That the following pay schedule is hereby established as supplementary to		
15	the August 15, 2013 pay schedule of the City of Lincoln as set forth in Section 1 of Ordinance No.		
16	19908 passed August 12, 2013:		
17	Class Code	Class Title	
18	0617	Personnel Human Resources Coordinator	

1	Section 3. That the following pay schedule is hereby established as supplementary to			
2	the August 15, 2013 pay schedule of the City of Lincoln as set forth in Section 1 of Ordinance No.			
3	19909 passed August 12, 2013 (as amended by Ordinance No. 19919 passed September 16, 2013):			
4	Class Cod	le Class Title		
5	0634	Personnel Human Resources Operations Specialist		
6		Section 4. That this ordinance shall take effect and be in force from and after passage		
7	and publication in one issue of a daily or weekly newspaper of general circulation in the City,			
8	according to law.			
		Introduced by:		
	Approved	as to Form & Legality:		
	City Attorn	ney		

Approved this day of	, 2014
Mayor	